Simple Weapons

Name	Damage	Properties
Billhook	1d8 Piercing	Two-Handed
Club	1d4 Bludgeoning	Finesse, Light
Dagger	1d4 Piercing	Finesse, Light, Thrown (20/60)
Greatclub	1d8 Bludgeoning	Two-Handed
Hatchet	1d6 Slashing	
Iklwa	1d6 Slashing	Versatile (1d8)
Javelin	1d6 Piercing	Thrown (30/120)
Light Hammer	1d4 Bludgeoning	Light, Thrown (20/60)
Mace	1d6 Bludgeoning	
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)
Scythe	1d8 Slashing	Two-Handed
Sickle	1d4 Slashing	Finesse, Light
Spear	1d6 Piercing	Thrown (20/60), Versatile (1d8)
Tomahawk	1d4 Slashing	Light, Thrown (20/60)

Martial Weapons

Arming Sword	1d8 Slashing	Finesse
Bardiche	1d10 Slashing	Two-Handed
Battleaxe	1d8 Slashing	Versatile (1d10)
Bec De Corbin	1d8 Piercing	Reach, Two-Handed
Chakram	1d6 Slashing	Finesse, Light, Thrown (20/60)
Claw	1d6 Slashing	Finesse, Light
Eskrima	1d8 Bludgeoning	Finesse
Flail	1d8 Bludgeoning	
Glaive	1d8 Slashing	Reach, Two-Handed
Goedendag	1d10 Piercing	Two-Handed

Greataxe	1d12 Slashing	Heavy, Two-Handed
Great Flail	1d12 Bludgeoning	Heavy, Two-Handed
Great Pick	2d6 Piercing	Heavy, Two-Handed
Greatsword	2d6 Slashing	Heavy, Two-Handed
Gythka	2d4 Piercing	Finesse, Two-Handed
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed
Iron-Shod Staff	1d8 Bludgeoning	Finesse, Two-Handed
Kanabo	1d10 Bludgeoning	Two-Handed
Khopesh	1d8 Slashing	
Kusarigama	1d6 Slashing	Finesse, Reach, Two-Handed
Lance	1d12 Piercing	Heavy, Two-Handed
Longsword	2d4 Slashing	Versatile (1d10)
Lucerne	1d10 Bludgeoning	Heavy, Reach, Two-Handed
Maul	2d6 Bludgeoning	Heavy, Two-Handed
Meteor Hammer	1d6 Bludgeoning	Finesse, Reach, Two-Handed
Morningstar	1d8 Piercing	
Ranseur	1d10 Piercing	Heavy, Two-Handed
Rapier	1d8 Piercing	Finesse
Rope Dart	1d6 Piercing	Finesse, Reach, Two-Handed
Shortsword	1d6 Piercing	Finesse, Light
Three-Section Staff	1d8 Bludgeoning	Reach, Two-Handed
Tonfa	1d6 Bludgeoning	Finesse, Light
Trident	1d8 Piercing	Thrown (20/60), Versatile (1d10)
Twinblade	2d4 Slashing	Finesse, Two-Handed
Warhammer	1d8 Bludgeoning	Versatile (1d10)
Whip	1d4 Slashing	Finesse, Reach